



### **Section 1 - Off the Track**

- A. This is a friendly social event; NO aggression will be tolerated. While we aim to win, we are all here to have fun.
- B. Always enter the Go-Kart from the side furthest away from the racetrack.
- C. Both helmet and seatbelt must be securely fastened before exiting pit lane.
- D. On Pro Karts premises, including the surrounding footpath, all Health and Safety guidelines set out in their Rules of Conduct must be obeyed.
- E. You are allowed to bring and use your own crash helmet.

### **Section 2 - On the Track**

- A. When a yellow light is shown, you must remain in single file (1 Kart behind another) with no passing. If there is a crash or stationary karts, you may pass. Failure to return a position gained under yellow lights may result in a 2-position penalty.
- B. Both hands must always be on the steering wheel (except when signalling to pit).
- C. Always allow racing room. If a Go-Kart's front is in line with your kart's driver's hip line, give room and maintain your line. DO NOT TURN IN on the kart, but this does not include late dives under braking.
- D. Barging and deliberate contact with any kart is not acceptable.
- E. Continuous bumping to gain advantage or disadvantage another driver is not allowed and will result in a penalty.

- F. Significant contact with barriers (moving a barrier, bouncing off, or driving straight into one) is not acceptable. Lightly grazing a barrier is allowed.
- G. Dangerous driving includes erratic movements, spinning out, heavy/deliberate contact, leading another driver wide into a barrier, dive bombing, brake checking, seatbelt unstrapped before stationary, helmet strap not fastened, or forcing a competitor out of your way.
- H. Flags / lights:
  - 1. Green lights mean race.
  - 2. Yellow light indicates a crash ahead; karts will automatically slow to 2/3 speed. Once past the crash, race speed resumes. Respect staff safety on track.
  - 3. Red light means 3 or more karts have crashed or stopped; stop completely within 3 seconds.
  - 4. Familiarize yourself with all light locations and monitor their status.
  - 5. Chequered flag lights signal the race's end; keep racing until your kart slows, then return to the pits.
- I. Deliberate impeding of other drivers will be deemed bad sportsmanship and may result in penalties or disqualification without a refund. Always drive to the best of your ability.

### **Section 3 – Compulsory Pit Stops**

In all races, there are compulsory pit stops with two fully automatic timed red/green traffic lights with sensors and timers. A 10-second wait is required before the light changes to green, allowing re-entry into the race.

- A. Each qualifying race requires two compulsory pit stops.
- B. The final IORK NZ championship race requires four compulsory pit stops.

### **Section 4 - Pit Lane**

- A. Signal your intention to enter the pits by raising one arm briefly before turn #6, then raise it again and hold it high after completing turn #6 until past the pit entry line. Keep right around turn #6 and along the straight to allow safe entry.
- B. Enter the pits at a controlled speed (recommended as a medium jogging speed). Loss of traction or brake lockup will result in a 2-point penalty.
- C. An IORK Official or Pro Karts staff member will guide you on speed adjustments as necessary.
- D. Stop in the blue cone area, keep your seatbelt on, and wait for the pit lane light to change to green.
- E. Only one driver can perform a pit stop per lane at a time. There are two Pit Stop lanes. If both lanes are full, use the Drive Through Penalty Lane at walking pace and re-enter the track; this does not count as a pit stop.
- F. When leaving the pit lane, look left and give way to karts on track, merging safely.
- G. Upon race completion, follow Pro Karts track staff guidelines, line up in the pit lane, and wait to exit your kart until all karts have stopped.
- H. Failing to complete all pit stops results in a D.N.F (Did Not Finish).
- I. Complete one full lap after the green lights before pitting. Pitting on the first lap does not count and requires another pit stop.

## **\*\*New Additional Rules\*\***

*\*\*We reserve the right to change or amend a rule at any stage if it is safety related or protects the well-being of our staff and/or customers. \*\**

### **\*\*PITS AND OFFICIALS\*\***

*\*\*1.A The pit danger zone is out of bounds to everyone, other than Pro Karts staff and IORK officials. The only time anyone else can enter this area during an event is if you are getting in or out of your assigned kart. \*\**

*\*\*1.B The Track Marshall viewing stand is out of bounds to drivers at all times!\*\**

*\*\*A breach of 1.A or 1.B will result in a maximum 6-point driver penalty. \*\**

*\*\*All complaints and protests - You must go and wait in the driver box, and an official will come to you in due time. \*\**

### **\*\*INCIDENTS INVOLVING TWO OR MORE KARTS\*\***

*\*\*Incidents involving two or more karts, that cause a stoppage of one or more and a "Yellow light", can be reviewed by video at the official's discretion. \*\**

*\*\*Pit infringement: 1 or 2 points. If you get 3, 1-point infringements, you will get a 1-position relegation. \*\**

*\*\*If you are underweight for your category at weigh-in, weight will be added to bring you up to the average weight of the entrants in that category. \*\**

*\*\*If you race in two or more finals, in different categories, and decide to choose a kart for each final, you cannot choose the same kart more than once over all of your finals. \*\**

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### **\*\*BROKEN KARTS\*\***

*\*\*Broken down karts during finals: If a kart breaks down on the track during a final, the Red Flag will come out and the race will stop. Once the driver has been placed back into position, we will go to a full course Yellow (caution) and the race will go back to green under a rolling start when the officials are happy to start. During a Red flag, "No Pitstops" can be made. \*\**

*\*\*If your kart breaks down during a qualifying heat, you will be given a replacement. Please continue to race hard, and we will do our very best to re-award your points after the race. \*\**

*\*\*If you have an issue with your kart during a qualifying race or final, please pull into the pits and wave at the track officials, then pull into your pit box to start your pit timing. Then jump out of your kart into the front spare kart and wait until we tell you your pit stop is complete, and you can re-enter the race. \*\**

**\*\*IORK Weather Conditions Rule:\*\***

*In the event of adverse weather conditions that cause average lap times to be reduced by more than 2 seconds, all affected races will be adjusted to 8-minute timed races. The chequered flag will be waved as soon as the race leader crosses the start/finish line after the 8-minute mark. This adjustment ensures safety, fairness, and allows us to maintain our race schedule.*

*Additionally, in such weather conditions:*

- 100-lap Finals will be set at 45 minutes.*
- 60-lap Finals will be set at 25 minutes.*

### **Section 5 – Outside Help or Communication (Comms)**

- A. You can appoint someone to signal you when the pits are clear.
- B. You can appoint one person to bring you a drink (water) during your pitstops in the final, the pits will be closed from lap 80 so you **CANNOT** refresh yourself after then.
- C. You **CANNOT** have anyone in the pits during heat races.
- D. You **CANNOT** use any form of outside communication (Radio Coms, Walkie Talkie, Cell phones, White Boards, Paper, Cardboard etc.) If you are found to be using any form of outside communication that and we deem it has advantage, you in any way or disadvantaged someone else you could receive a 6-point penalty.

### **Section 6 - Penalties**

<b><i>The following penalties are limited to one penalty per race.</i></b>		
Continuous Bumping	(BP)	1 penalty point, refer section 2.E ( <i>Maximum of one penalty per race</i> )
Barrier	(BA)	1 penalty point, refer section 2.F ( <i>Maximum of one penalty per race</i> )
No Hand Signal	(NHS)	1 penalty point, refer section 4.A ( <i>Maximum of one penalty per race</i> )
Speeding in Pits	(SIP)	2 penalty points, refer section 4.B ( <i>Maximum of one penalty per race</i> )
Unsafe pit release	(USR)	1 penalty point, refer section 4.E ( <i>Maximum of one penalty per race</i> )
<b><i>No limit of penalties per race</i></b>		

Barging	(BR)	2 penalty points, refer section 2.D
Racing Room	(RR)	1 penalty point, refer section 2.C
Dangerous Driving	(DD)	1 penalty point, refer section 2.G
<b>High level penalties</b>		
Passing Under Yellow	(PO)	<b>2 position penalty at the end of the race, refer section 2.A</b>
Impeding another Kart	(IK)	2 penalty points, refer to section 2.I or <i>disqualification from the race or full disqualification from the event without a refund</i>
Outside Comms	(OC)	<b>3 penalty points, or during the Final you could receive a Drive Through Penalty, refer section 5.D</b>
Contact causing another Kart to crash	(CK)	<b>6 penalty points</b>

Penalty points will carry throughout all 6 qualifying races, once you have received 6 penalty points you will be issued a Drive Through Stop/Go Penalty, if you receive 10 or more penalty points you will be disqualified from the event.

All penalties will carry into finals, if you have received any drive-through penalties, you will automatically start with a minimum of 2 penalty points.

If you receive a Black Flag during a race, you must complete your Drive Through Stop/Go Penalty before the end of the race, otherwise, you will be disqualified from that race with a DNF and 0 points. If there are less than 5 laps to go in a qualifying heat race your Black Flag might be issued at the end of the race and will have to be completed in the following race. If it is your last qualifying race the Black Flag can be issued at any time up to the second to the last lap, if we do not have time to issue it you will be relegated two race positions after the chequered flag.

### Section 7 – Categories

All drivers will be weighed in their race kit on Day One, prior to racing if you are overweight or underweight you will be moved to the appropriate category.

<b>Individual Championship Categories</b>	
Category 1	Under 69.9kgs
Category 2	70 kgs to 84.9kgs
Category 3	85 kgs to 99.9kgs
Category 4	Over 100kgs
Category 5	40 Years and over
Category 6	18 Years and under

### Section 8 – Race Event Format

This event spans 2 days, with practice days scheduled prior.

#### Qualifying Races:

- A. Each driver participates in 6 x 25 lap qualifying races.
- B. Qualifying points are awarded based on finishing positions, with first place earning 64 points and 14th place earning 34 points (see points table in Section 10).
- C. Ties in total points will be resolved by: 1. Least number of penalties, 2. Average podium finish, 3. Average race finish position, 4. Positions gained during racing, 5. Fastest overall lap time over the weekend.

Pro Karts may cancel categories with fewer than 8 drivers, attempting to reassign drivers to other categories. Categories with fewer than 10 drivers may be combined, with each category competing for its own results and trophies. Categories with fewer than 6 drivers will have a trophy for 1st overall only.

#### Finalist Races:

After qualifying races, points no longer count, and races are decided by finishing positions (First, Second, and Third). Qualifying points determine grid or kart selection in the final.

- A. The top point scorer in each division can choose their grid position or kart. The choice is sequential from highest to lowest qualifiers. If selecting the kart, grid positions are drawn; if selecting the grid, the remaining karts are assigned. The final is a longer race with more pit stops, requiring a decision between a preferred kart or a front grid position.
- B. The top 12 point-scoring drivers qualify for the Final (100 laps) IORK NZ Championship race (Main Event).

### Section 9 – Qualifying Groups

Drivers are divided into even groups if there are more than 12 drivers in a category. Points earned in 6 races contribute to the category leaderboard to determine final qualifiers.

### Section 10 – Qualifying Heat Points

Finishing Position	Finishing Points
1 <sup>st</sup>	64
2 <sup>nd</sup>	60
3 <sup>rd</sup>	56
4 <sup>th</sup>	54
5 <sup>th</sup>	52
6 <sup>th</sup>	50
7 <sup>th</sup>	48
8 <sup>th</sup>	46
9 <sup>th</sup>	44
10 <sup>th</sup>	42
11 <sup>th</sup>	40

12 <sup>th</sup>	38
13 <sup>th</sup>	36
14 <sup>th</sup>	34

All decisions are final and at the discretion of Pro Karts staff & IORK officials.

Remember, we are only human and call it how we see it.

IORK Committee 2024

### Section 11 – Example Points Leader Board 2024

	Name	Final Points after 6 rounds	
1	Paul J	361	<i>Through to the IORK NZ final.</i>
2	Steve H	360	<i>Through to the IORK NZ final.</i>
3	Mikey F	359	<i>Through to the IORK NZ final.</i>
4	John J	358	<i>Through to the IORK NZ final.</i>
5	Harry B	356	<i>Through to the IORK NZ final.</i>
6	Dan C	355	<i>Through to the IORK NZ final.</i>
7	Richard T	353	<i>Through to the IORK NZ final.</i>
8	Tom F	352	<i>Through to the IORK NZ final.</i>
9	Nick H	351	<i>Through to the IORK NZ final.</i>
10	Sam T	350	<i>Through to the IORK NZ final.</i>
11	Darryl R	349	<i>Through to the IORK NZ final.</i>
12	Greg Y	348	<i>Through to the IORK NZ final.</i>
13	Daniel L	346	<i>Did not qualifier (DNQ)</i>
14	Brendan T	345	<i>Did not qualifier (DNQ)</i>
15	Gerry Z	344	<i>Did not qualifier (DNQ)</i>
16	Tony P	343	<i>Did not qualifier (DNQ)</i>
17	Steven H	342	<i>Did not qualifier (DNQ)</i>
18	Gary G	341	<i>Did not qualifier (DNQ)</i>
19	Micheal D	340	<i>Did not qualifier (DNQ)</i>
20	David W	339	<i>Did not qualifier (DNQ)</i>
21	Reggie E	338	<i>Did not qualifier (DNQ)</i>
22	Hamish C	335	<i>Did not qualifier (DNQ)</i>
23	Regan S	331	<i>Did not qualifier (DNQ)</i>
24	Liam T	329	<i>Did not qualifier (DNQ)</i>